

IN THE CLAIMS:

Claims 1, 2, 3, 4, 5, 8, 9, 12, 13, 14, 18, 19, 21, and 22 have been amended.

Claims 25 – 30 have been added. Claim 11 has been cancelled.

1. (currently amended) A method comprising:

transmitting a data stream of data packets having a known arrangement from a stream sender to a stream receiver via a network connection;

storing the data stream of data packets into both an original data buffer and a rendered data buffer;

analyzing the transmitted data packets received at the stream receiver and stored in the original data buffer to determine whether any missing known data packets in the known data packet arrangement were not ~~transmitted by the network connection~~ to received by the stream receiver;

requesting the stream sender to retransmit any missing known data packets not received at the stream receiver; and

retransmitting any missing known data packets from the stream sender to the stream receiver.

2. (currently amended) The method of claim 1, wherein the analyzing procedure is performed by comparing the data packets received at the stream receiver and stored in the original data buffer to the known arrangement of data packets.

3. (currently amended) The method of claim 1, the method further ~~comprising~~ including:

~~storing the data packets received at the stream receiver into an original data buffer and a rendered data buffer; and~~

recreating the data packets from the stream sender at ~~[[an]]~~ the original data buffer by integrating the missing known data packets from the retransmission into the data packets stored at the original data buffer.

4. (currently amended) The method of claim 3, wherein recreating the data packets from the stream sender at ~~[[an]]~~ the original data buffer includes at least one of the following:

- (1) reordering out of sequence data packets;
- (2) discarding duplicate data packets; or
- (3) synchronizing audio and video data packets.

5. (currently amended) The method of claim 1, the method further ~~comprising~~ including:

comparing, at a device, the recreated data packets at the original data buffer to the data packets stored at the rendered data buffer to form ~~[[the]]~~ a perceived quality of streaming data score; and

sending, ~~[[at]]~~ from the device, the perceived quality of streaming data score to ~~an analyzer and~~ a third party for evaluation purposes.

6. (original) The method of claim 5, wherein the rendered data buffer delays transmitting the stored data packets to the device until the missing known data packets are integrated into the data packets stored at the original data buffer.

7. (original) The method of claim 5, wherein the third party evaluates the perceived quality of streaming data score to track the Service Level Agreements at the stream receiver.

8. (currently amended) The method of claim 5, wherein the device sends the

perceived quality of streaming data store to an analyzer and the analyzer evaluates the
perceived quality of streaming data score to allocate sufficient bandwidth to provide
acceptable quality of service to the stream receiver.

9. (currently amended) A system comprising:

~~a stream receiver;~~

a stream sender configured to transmit a data stream of data packets having a
known arrangement ~~to the stream receiver~~ via a network connection;

~~[[the]]~~ a stream receiver to receive the data stream of data packets, to copy the
data stream of data packets to an original data buffer and a rendered data buffer, and
~~configured to analyze the transmitted~~ data stream of data packets received from the
stream sender to determine whether any missing known data packets in the known data
packet arrangement were not ~~transmitted by the network connection to~~ received by the
stream receiver, the stream receiver also including ~~[[;]]~~ a retransmit protocol configured
to allow the stream receiver to request the stream sender to retransmit any missing
known data packets not received at the stream receiver and the stream sender to
retransmit any missing knows data packets to the stream receiver; and

a device configured to form a perceptual quality measurement score based on
the original data buffer and the rendered data buffer, wherein the device transmits the
~~perceptual quality measurement score to an analyzer and a third party evaluator.~~

10. (original) The system of claim 9, wherein the stream receiver is configured
to analyze by comparing the received data packets with the known arrangement of data
packets.

Claim 11 (cancelled).

12. (currently amended) The system of claim ~~[[11]]~~ 9, wherein the original data buffer ~~is configured to recreate~~ recreates the data packets transmitted from the stream sender, using a recreation process that includes at least one of the following:

- (1) reordering out of sequence data packets;
- (2) discarding duplicate data packets; or
- (3) synchronizing audio and video data packets.

13. (currently amended) The system of claim 9, wherein the device transmits the perceptual quality measurement score to an analyzer and the analyzer ~~is configured to analyze~~ the perceptual quality measurement score to allocate sufficient bandwidth to provide acceptable quality of service to the stream receiver.

14. (currently amended) The system of claim 9, wherein the device transmits the perceptual quality measurement score to a third party evaluator and the third party evaluator ~~is configured to analyze~~ the perceptual quality measurement score to track meeting Service Level Agreements at the stream receiver.

15. (currently amended) The system of claim 9, the system further ~~comprising~~ includes

- a plurality of stream sender locations;
- a plurality of stream receiver locations; and
- a plurality of third party evaluators,

wherein the plurality of stream sender locations and the plurality of stream receiver locations are configured to form the perceptual quality measurement score.

16. (original) The system of claim 15, wherein the plurality of stream sender locations and the plurality of stream receiver locations are configured for multicasting.

17. (original) The system of claim 15, wherein the plurality of stream sender locations and stream receiver locations are configured for conversation with any number of stream sender locations and stream receiver locations.

18. (currently amended) A computer readable medium encoded with a program, which when executed, causes:

~~transmitting~~ receiving a data stream of data packets having a known arrangement at a stream receiver from a stream sender ~~to a stream receiver~~ via a network connection;

storing the data stream of data packets into both an original data buffer and a rendered data buffer;

analyzing the transmitted data packets received at the stream receiver and stored in the original data buffer to determine whether any missing known data packets in the known data packet arrangement were not transmitted ~~by the network connection~~ to received by the stream receiver; and

requesting the stream sender to retransmit any missing known data packets not received at the stream receiver[[: and]] .

~~retransmitting any missing known data packets from the stream sender to the stream receiver.~~

19. (currently amended) The medium of claim 18, wherein the analyzing procedure is performed by comparing the data packets received at the stream receiver and stored in the original data buffer to the known arrangement of data packets.

20. (currently amended) The medium of claim 18, the program code, when executed, ~~further~~ causes:

~~storing the data packets received at the stream receiver into an original data buffer and a rendered data buffer; and~~

recreating the data packets from the stream sender at ~~[[an]]~~ the original data buffer by integrating the missing known data packets from ~~[[the]]~~ a retransmission into the data packets stored at the original data buffer.

21. (currently amended) The medium of claim 20, wherein recreating the data packets from the stream sender at an original data buffer includes at least one of the following:

- (1) reordering out of sequence data packets;
- (2) discarding duplicate data packets; and
- (3) synchronizing audio and video data packets.

22. (currently amended) The medium of claim 18, wherein the program code, when executed ~~further~~ causes:

comparing, at a device, the recreated data packets at the original data buffer to the data packets stored at the rendered data buffer to form ~~[[the]]~~ a perceived quality of streaming data score; and

sending, ~~[[at]]~~ from the device, the perceived quality of streaming data score to ~~an analyzer and~~ a third party for evaluation purposes.

23. (original) The medium of claim 22, wherein the rendered data buffer delays the stored data packets until the missing known data packets are integrated into the data packets stored at the original data buffer.

24. (original) The medium of claim 22, wherein the third party evaluates the perceived quality of streaming data score to track the Service Level Agreements at the

stream receiver.

25. (currently amended) The medium of claim 22, including instructions which when executed cause transmission of ~~wherein the analyzer evaluates~~ the perceived quality of streaming data score to an analyzer for evaluation of ~~allocate sufficient~~ bandwidth to provide acceptable quality of service at the stream receiver.

26. (new) A method, comprising:

receiving, at a stream receiver, a data stream of data packets, from a stream sender via a network connection;

analyzing, at the stream receiver, the data stream of data packets by comparing the received data stream of data packets to a known arrangement of packets to determine if there are any missing packets in the data stream of data packets; and

storing the received data stream of data packets into both an original data buffer and a rendered data buffer.

27. (new) The method of claim 26, further including requesting the stream sender to retransmit the missing known data packets not received at the stream receiver; and

receiving the requested missing known data packets from the stream sender at the stream receiver.

28. (new) The method of claim 27, further including recreating the data stream of data packets stored in the original data buffer by integrating the received missing known data packets into the data stream of data packets stored at the original data buffer to create a recreated data stream of data packets.

29. (new) The method of claim 28, the method further including:

comparing the recreated data stream of data packets stored in the original data buffer to the data stream of data packets stored at the rendered data buffer to generate a perceived quality of streaming data score; and

sending the perceived quality of streaming data score to a third party for evaluation purposes.

30. (new) The method of claim 29, wherein the device sends the perceived quality of streaming data score to an analyzer for evaluation of bandwidth between the stream sender and the stream receiver.